DOCUMENT RESUME

ED 287 786 SO 018 545

AUTHOR Coatney, Louis R.
TITLE German Eagle vs. Russian Bear: A World War II Russian Front Boardgame Kit.
PUB DATE 87
NOTE 37p.; Game includes rules folder, map in two parts, 3 sheets of game pieces, chart.
AVAILABLE FROM Coatech, Inc., 9706 Trappers Lane, Juneau, AK 99801.
PUB TYPE Guides - Classroom Use - Materials (For Learner) (051) -- Guides - Classroom Use - Guides (For Teachers) (052)

EDRS PRICE MF01 Plus Postage. PC Not Available from EDRS.
DESCRIPTORS Decision Making Skills; *Educational Games; *European History; Experiential Learning; Foreign Countries; Grade 8; *Instructional Materials; Junior High Schools; Problem Solving; Secondary Education; *Simulation; *War; World History; World Problems
IDENTIFIERS *Germany; *USSR; World War II

ABSTRACT

This board game encourages junior and senior high school student analysis of the German campaign against the USSR and gauges student decision-making skills. The World War II Russo-German Front is simulated in a standard board game format. A key element of the game is its analysis and results form. Using this form compels students to analyze and understand the historical situations and their own decision-making reactions to the situations. Five hexagonal zones from Moscow to Warsaw are used with each complete turn to depict one month of real time. Campaign scenarios can be chosen from the years 1941, 1942, 1943, and 1944 battle campaigns. The average length of the 1941-42 tournament game is 1.5 hours of real time. Variables include geopolitical objectives; Soviet military production centers and their evacuation; movement and combat characteristics of opposing ground forces; major geographical features; weather; supply lend-lease and Soviet partisans. Dispersal and fortification mechanics model the campaign's strategic momentum and inertia. Air and naval forces are only indirectly represented. Strategic variations enable an early Axis campaign start. An example of how to play the game is included along with a bibliography and a historical commentary. (SM)

****
* Reproductions supplied by EDRS are the best that can be made *
* from the original document. *
****

ED287786

GERMAN EAGLE VS. RUSSIAN BEAR
A World War II Russian Front Boardgame Kit

by

Louis R. Coatney

"PERMISSION TO REPRODUCE THIS MATERIAL IN MICROFICHE ONLY HAS BEEN GRANTED BY

Louis R. Coatney

TO THE EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)."

U.S. DEPARTMENT OF EDUCATION
Office of Educational Research and Improvement
EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)

☒ This document has been reproduced as received from the person or organization originating it.

☐ Minor changes have been made to improve reproduction quality.

• Points of view or opinions stated in this document do not necessarily represent official OERI position or policy.

SO018545

BEST COPY AVAILABLE

GERMAN EAGLE VS. RUSSIAN BEAR
A World War II Russian Front boardgame kit
© 1987 Louis R. Coatney

INDEX

I. Dedication
II. Introduction
III. Components
IV. Victory Conditions
V. Strategic Options
VI. Sequence of Play
VII. Weather Determination and Effects
VIII. Dispersal
IX. Strategic Movement
X. Replacements and Reinforcements
XI. Terrain Effects
XII. Fortresses and Field Fortifications
XIII. Operational Movement, Attacks, Combat Results, Advances and Retreats and "Stacking"
XIV. Soviet Partisans
XV. Supply and Isolation
XVI. Control
XVII. Game Lengths, Scenarios, Orders-of-Battle/Set-Ups
XVIII. Designer's Notes and Advice on Play of the Game
XIX. Historical Notes
XX. Bibliography

Game Designer: Louis R. Coatney
Cover Illustrator: Rebecca Louise Coatney
Game Developer: Louis R. Coatney
Playtesters: Mark K. Johnson
Robert Scott Coatney
Chris Hieb
Kirk Hole

A NOTE ON COPYRIGHT:

I realize that some may consider the price of purchase of this game-kit in papercopy to be excessive -- considering its crude physical components -- and how easily it can be photocopied. I ask you to remember that it is the game design you are purchasing, as much as the components, and that I have put a good deal of work into what I think you will agree is a worthwhile strategic simulation of the Russo-German Front/Great Patriotic War of World War II.

Actually, I would gladly avoid the bother of photocopying and mailing papercopies of the game. So, if you want to obtain your copy by photocopying a friend's papercopy, send me $5.00 payment (and your name so that I can enter you into the owners' roll), and feel free to make a photocopy for yourself.

A papercopy of the game is otherwise available only from the designer's home address, shown below to the left, as an unassembled kit for $10.00 ppd.

FREE USE BY ALASKA SCHOOLS:

I am very grateful for the free use of Alaska's excellent education and library systems. Therefore, Alaska educators and librarians can contact me for permission to make or otherwise obtain free copies of the papercopy GERMAN EAGLE VS. RUSSIAN BEAR for use in Alaska schools and libraries.

ERIC USERS:

Microfiche (only) copies of the game are available at minimum cost from ERIC, the nationwide Educational Resources Information Center.

QUESTIONS:

Please direct any questions or comments about the game in writing to:

Louis Coatney				
9706 Trappers Lane	c/o	The Alaska State Library	c/o	Robert M. Coatney
Juneau, AK 99801	OR	P.O. Box G	OR	3806 45th St Ct
907/789-0046		Juneau, AK 99811-0571		Rock Island, IL

CATALOGING IN PUBLICATION:

Coatney, Louis Robert, 1946-
German eagle vs. Russian bear, a World War II Russian Front boardgame kit. [game] Juneau, AK: Coatech, c1987.

ii, 21 p., rules folder, map in two parts, 3 sheets of pieces, chart.
Bibliography, p. 20.

1. World War, 1939-1945--Campaigns--Soviet Union (or --Eastern.) 2. Soviet Union-- History--German occupation, 1941-1944. 3. War games. I. Title.

D764.C632g 1987
940.542 COATNEY

A NOTE TO TEACHERS

A military history boardgame like GERMAN EAGLE VS. RUSSIAN BEAR can be used as an extracurricular and/or extra credit study project. It can also be used as a classroom incentive to complete classwork. A game like this is basically a quantification of an historical event, a mathematical model. It can motivate mathematical students to study and relate to history. On the other hand, it can also help verbal students use and enjoy basic principles of mathematics and probability. Finally, it is an opportunity for a student of high potential who has been frustrated or bored by more conventional coursework to use and display his/her ability and thereby acquire some motivating recognition and self-esteem.

Although I have been regularly beaten in the game by my 4th Grade son, it is more appropriate to the 8th Grade level and above. In any given class, a teacher will probably find at least one experienced "wargamer" eager to share his/her hobby with classmates, and that student can become a teaching assistant. Indeed, trying to learn games like this directly from instructions is extremely difficult. However, if that is necessary, players should start with the historical -- June, 1941 -- game-start scenario and the "example of play", referring back to the instructions for guidance and amplification as they proceed through a turn sequence.

In the learning phase, a better or more experienced player should be the Axis Player. Thereafter, a student should be on each side an equal number of times. Team play can be educational, as players struggle to resolve or coordinate differences in ability, resources and strategic planning. Strategic variations of the historical game-start and later scenarios should be explored only after the basic game is fully understood.

A key element of this game is its analysis and results form. Using (copies of) this form compels students to analyze and understand the historical situation and their own decision-making reactions to it. This is an essential learning tool and reinforcement for an experiential learning device like this and is something omitted in commercial wargames. The form can also emphasize that learning rather than winning is the basic objective of the game. Along with the tournament certificate -- if use of the game is carried to that competitive extent -- the form can be a souvenir of the learning experience.

Student reactions to the game will vary sharply. Some will be utterly disinterested. Others will become totally absorbed, and -- especially in the lower grades -- the intensity of their concentration is almost frightening. Long periods of tense silence are often disrupted or climaxed by whoops of excitement when key situations and/or the game itself are resolved.

For example, in 1972-73 at the height of anti-Vietnam/anti-military feeling in the nation, I was the graduate Assistant Librarian at the University of Illinois High School in Urbana. I naively offered to sponsor a wargames club and found myself being dragged back to school Saturday afternoons, even in the most beautiful weather. Those kids could sit there for 5 hours at a stretch (or as long as I would allow them) in utter concentration -- to the shock of teachers who had been struggling to keep their attention for 50 minutes at a time. These students' involvement with "simulation games" led to a myriad of spin-off benefits and subsequent career interests.

The values of a game like this to the social studies curriculum are many. It gives students a basic knowledge of the geography and climate of an historically significant area. It can be used as a complement to a U.S.

history course, so that students can learn what our Soviet allies did in World War II with or against Nazi Germany in the East, while we came from the West.

For example, in September 1939 when Hitler began World War II by ignoring British and French warnings and invading Poland, the Soviets invaded and divided Poland along with their Nazi allies -- while at the same time secretly annihilating a Japanese army on the Mongolian border. On June 22, 1941, while Americans still clung to our hopes for neutrality and peace, Hitler launched his war machine into the Soviet Union in history's largest military campaign, "Operation Barbarossa". In December 1941, while the Japanese were massacring our Pacific battleline at Pearl Harbor, the Soviets were shifting over to a desperate counteroffensive which inflicted on the Germans at Moscow the Wehrmacht's first real defeat. In November 1942, while Rommel retreated from defeat by the British 8th Army at Alamein, while Anglo-American forces were landing in French North Africa and while American Marines fought desperately on Guadalcanal for Allied survival in the Pacific, the Soviets initiated the Wehrmacht's most decisive defeat, at Stalingrad. In June 1944, while the Western Allies were struggling to survive the beaches and the hedgerows of Normandy, the Red Army launched "Operation Bagration" in Byelorussia, effectively annihilating about a fifth of the entire Nazi war machine.

The game can be used in a military history and science class to teach basic concepts of strategy, as well as history. Its applicability to a European or Soviet history course is obvious. The ordeal and outcome of The Great Patriotic War molded Eastern Europe into what it now is and is used by the Soviet government to legitimize its existence as the defender of its people.

War is a fascinating game, but of suffering and death. Many have not learned this until suffering its grief themselves. The components of this game are paper, not flesh. Some may feel that playing games about a military campaign which cost the lives of at least 20 million men, women and children of many nationalities -- and physically and psychologically maimed countless more -- is immoral and obscene. Teachers should be prepared for outbursts like "Die, Commie!" or "Kill Germs!" from younger students who naturally focus on only the positive values (of loyalty, bravery, etc.) in war or see good vs. evil in simplistic terms. The game and its grim historical commentary give teachers an opportunity to interest students in the story of an obscure but important war, to emphasize its tragic lessons and to draw the vital distinction between games and reality. Later, when people mature and become parents, they can then better understand such lessons and their importance.

The Soviet reaction to such games is an interesting contrast. Soviets are surprised by and grateful for American interest in their war. However, naturally, the personal/emotional memory of the war for the elder generations discourages "games" about it in the USSR. Also, as a young attache at the Soviet Embassy in D.C. once explained to me, noone in the Soviet Union would "want" to be -- risk the ideological stigma of being? -- the "fascist player" in such a game. Finally, such games have "revisionist" implications toward "the Sacred War", implying things could have been done differently or better.

The Kremlin has always been embarrassed by its military and political bungling and bestiality before and during the war -- and the grim implications about Marxist-Leninism. Soviet children do not learn about Soviet incompetence and genocide, as German children learn about the Holocaust and as American children (hopefully) learn about Pearl Harbor and the (infinitely less evil but no less important) "internment" of Japanese-Americans. We shall see how far Gen. Sec. Gorbachëv's program of "glasnost" goes, and whether young Soviets can learn from history -- and help us in the struggle to not repeat it.

LRC

I. Dedication:

GERMAN EAGLE VS. RUSSIAN BEAR is dedicated to the Polish, Soviet and other Eastern European peoples who were our Second World War Allies and who suffered, endured and contributed so much for Allied Victory.

II. Introduction:

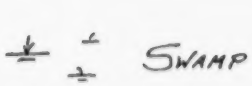
GERMAN EAGLE VS. RUSSIAN BEAR is a strategic simulation modeling the decision-making situation of Hitler and Stalin on the Russian Front in World War II -- or The Great Patriotic War, as the Soviet people revere it -- from the time of the German invasion in 1941 to 1944.

The game scale of GERMAN EAGLE VS. RUSSIAN BEAR is one month of real time per game-turn, 140 miles/240 kms per hex width and corps-to-army/"front" (45,000-200,000 men) in unit level. This game is designed to be a fast and clean "classic" -- veteran wargamers will note the absence of "zones of control" -- for use as an introduction to wargaming, as a reliable tournament vehicle or as the preferred weapon in a grudge battle.

III. Components:

A. The mapsheet: After trimming the 2 map segments with scissors, they should be taped together. Colored pencil and fine-point porous-tipped pens can highlight map features -- if used with caution.

Following is a key to various terrain symbols and features:



B. The unit pieces and markers: The sheets of units and markers should be mounted on cardboard. The usual adhesion method is a coating of rubber cement applied and held until tacky on the surfaces to be joined. (White paper glue works if applied very thinly.)

Following is a key to unit and marker formats and symbols:

Unit type: Panzer/Armor; Combined Arms; Infantry; Shock/Infantry; WEST Front; Partisan

Unit size: xxxxx = Front; xxxx = Army; xxx = Corps

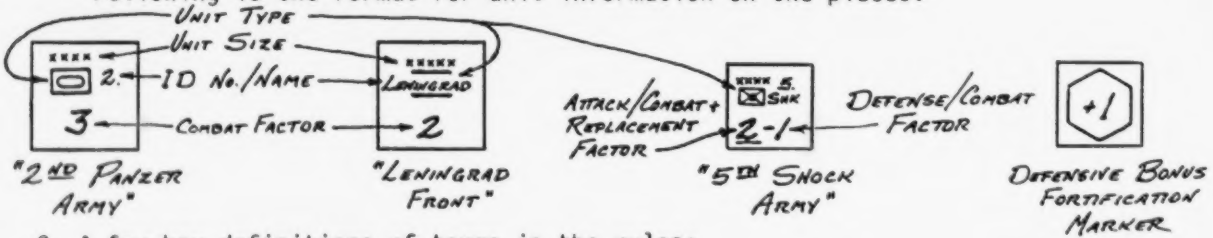
Nationalities: B = Bulgarian H = Hungarian I = Italian R = Rumanian

Designations: SS = Nazi Schutzstaffel; Shk = Shock

VOL = Volchov NW = Northwest KAL = Kalinin RES = Reserve
CEN = Central VORO = Voronezh STPP = Steppe SW = Southwest
STGD = Stalingrad TRANCAUC = TransCaucasus

BALT = Baltic BRS = Belorussian UKR = Ukrainian

Following is the format for unit information on the pieces:



C. A few key definitions of terms in the rules:

Attacker: The player whose player-turn (and movement and attack initiative) it is.

Combat strength factor: Arbitrary units of combat strength used to calculate relative combat strengths and battle results.

Defender: The player whose player-turn (and movement and attack initiative) it isn't.

Hex: Any one hexagonal space on the mapboard, without reference to the terrain inside it or along its "hex-side".

Owning player: The player to whom a unit in question belongs.

D. Charts and tables: These are found on a separate sheet. Put it in see-through plastic for marking the Turn Record Track with grease pencil.

E. Randomizer: You will have to supply your own randomizer -- six-sided, marked 1 to 6 and usually referred to as a single die (of dice).

IV. Victory conditions: To win the game, a player must be able to trace a supply line into each of the total number of victory cities indicated for him on the Victory Determination Table during any one of his Victory Determination Phases (which occur toward the end of the opposing player's player-turns.) This number can be modified by Rules V.A.1.a. or X.A.1.c.3..

Each of the following 10 cities/hexes are "victory cities": Leningrad/104, Warsaw/401, Moscow/406, Gorki/408, Kiev/603, Ploesti/801, Sevastopol/1003, Rostov/905, Stalingrad/907 and Grozny/1207.

V. Strategic options:

A. Game-start options: The Soviet Player must first decide whether or not to use Option 1.a. or 1.b. or neither of them. The Axis Player may then, if he wishes, choose to use Option 1.b. and/or 2. or neither of them.

1. Nonhistorical redeployment: In all cases, Rumanian units must begin the game in Rumania, and only Hungarian units may start the game in Hungary. The opting player may not take more than 5 minutes to make his redeployment -- the other player then may not take more than 10 minutes to make his -- so set-up schemes should be thought out and written down in advance.

a. Soviet strategic redeployment: Only the Soviet Player may choose this option. He may reposition his units -- not factories -- anywhere on his side of the 1941 border. The Axis Player may then redeploy his German units anywhere on his side of the USSR border, outside Hungary.

Stalin imposed the historical 1941, "forward stance" dispositions on the Red Army for political motives, so the Soviet Player should be more vulnerable to reproval/"removal" for violating them. Invoking Strategic Option 1.a. reduces by 1 the victory city requirements of the Axis Player and increases them by 1 for the Soviet Player <u>for the entire game</u>.

b. Local redeployments: Either player may choose this option.

The Axis Player may redeploy his undispersed starting forces anywhere on his side of the USSR border, outside Hungary. Any number of German units may now begin the game in Rumania.

The Soviet Player may redeploy any of his "frontier" units which are adjacent to the 1941 border to any other frontier hex, as long as each frontier hex is occupied by a Soviet unit in his pregame set-up.

The set-up sequence is as follows: 1) All Axis units starting the game in Rumania are so designated (and if it was the <u>Axis</u> Player who chose to use this strategic option, these units must <u>be</u> placed in their starting positions at this time), 2) The Soviet "frontier" units are redeployed as described above, and 3) the remaining German forces are deployed in Germany by the Axis Player.

2. Early Axis campaign commencement: The Axis Player may choose to begin the game in the May41 game-turn, instead of the usual Jun41. A weather determination die roll must be made. Rolling an odd number brings Mud in May41, otherwise the weather is Good.

The following units are dispersed at the start of a game begun in May 1941: The German 2., 11., 16. and 17. (infantry) Field Armies and 4. Panzergroup and the Soviet 13., 16., 18., 19., 20., 21., 22., 24., 26., 27., and 28. Armies.

V.B. The Soviet Siberian Reserves Gambles -- "Siberian Roulette" -- playing option:

Each year's allotment of Soviet Siberian Reserve reinforcements begins entering the game automatically and at no risk in the Replacement/Reinforcement Phase (R/RP) of the Soviet Jan Player-turn of the following year, unless the Soviet Player chooses to begin entering them earlier.

The 1941 allotment of Soviet Siberian Reserve units consists of 3 consecutive turns of units (of the Soviet Player's choice) having replacement values of 4, 3 and 2 factors, respectively. Their "safe" month of automatic arrival is Jan42. The 1942 allotment is 2 consecutive turns of units have replacement values of 4 and 2 factors, respectively, with Jan43 being their "safe" arrival month. Any leftover Siberian Reserve reinforcement factors immediately become replacement factors.

In each month that any Soviet Siberian Reserves are in the game before their "safe" month, the Axis Player picks a number and the Soviet Player must cast the die. (This should be done at the end of the Soviet R/RP.) If the number cast is the one selected by the Axis Player, the Japanese have invaded the weakened Soviet Far Eastern Military District, and the Axis Player immediately wins the game!

VI. Sequence of play: See the Charts and Tables Sheet.

VII. Weather determination and effects:

A. Weather determination: Jun-Sep are automatically Good weather months and Dec-Feb are automatically Snow weather months. The weather for the other months is determined by the Axis Player's cast of the die during the Weather Determination Phase or by the sequence which results -- as appears on the Charts and Tables Sheet. See also Rule V.A.2..

B. Weather effects:

1. On terrain: In Snow weather months, swamp, lake and river hexes and hex-sides north of the Arctic Weather Line freeze and are treated as clear terrain hexes and hex-sides. This is true for all purposes, except strategic land movement and victory determination.
2. On movement:
   Weather has no effect on strategic land or sea movement. Mud prevents breakthrough movement. In Snow months of the (first) Winter of 1941/42, Axis armor units are unable to make extended or breakthrough movement.
3. On combat:
   a. The Axis Player may use Combat Results Table (CRT) Ⓐ during all Good weather turns in 1941, during any 3 consecutive Good weather turns of his choice in 1942, during any 2 consectutive Good weather turns of his choice in 1943 and during any 1 Good weather turn of his choice in 1944. CRT Ⓑ is used for all Soviet attacks in Good weather.
   b. In Mud weather turns, CRT Ⓑ is used for all attacks.
   c. In Snow weather turns, CRT Ⓑ is used for all attacks. In any 2 consecutive Snow weather turns of his choice during the (first) Winter of 1941/42, the Soviet Player may increase by a one-column shift up to the right the final combat odds of any of his attacks on Axis units which are north of the Arctic Weather Line and not in a hex having any kind of city or town.

VIII. Dispersal:

In GERMAN EAGLE VS. RUSSIAN BEAR, this is very important. A unit can be dispersed as a result of combat, at its completion of strategic movement by land or sea or upon its entry to the game as a replacement unit. (A dispersed unit is so indicated by being flipped upside down. Marking the bottom of Axis units green and Soviet units red greatly helps gameplay.)

A. Dispersed units suffer the following effects:

1. A dispersed unit may not be voluntarily moved during the (remainder of the) owning player's player-turn.
2. A dispersed unit may not attack or fortify. Unless it is accompanied by at least one undispersed friendly combat unit, it may not enjoy any defensive combat benefits from terrain. For example, a dispersed Soviet unit (unaccompanied by undispersed Soviet units) may be attacked by the Axis on CRT (A) -- weather permitting -- even if the hex is swamp, hill, mountain or behind a river.

   A fortified unit loses its fortifications when dispersed. A dispersed unit's basic defensive strength is otherwise unaffected by dispersal, and it may be retreated (again).

   A dispersed Soviet defense plant may not produce replacements, entrain, detrain or move by train.

B. All of a player's dispersed units (and plants) are recovered to his control (and are flipped back over) during his Recovery of Dispersed Units Phase -- even if some of the units had just been dispersed earlier in the same player-turn. EXCEPTION: An armor unit having a "Refit!" marker on it remains dispersed, but the marker is removed, and the unit can be recovered from dispersal in the next game-turn.

IX. Strategic movement: To be moved strategically, a unit must be undispersed. A unit is then dispersed at the end of its strategic movement by land or sea. A unit may not move strategically both by land and by sea in the same Replacement/Reinforcement & Strategic Movement Phase (R/R&SMP).

A. Strategic land movement: An undispersed unit may move any number of contiguous hexes connected by land and already under friendly control if it would theoretically be able to make such movement at that instant to the owning player's mapboard edge from any of the hexes traversed. River hex-sides do not obstruct strategic land movement. Lake, open sea and impassable hex-sides do. (For example, strategic land movement would be otherwise possible across hex-sides 203/102 and 204/104, but never across 205/104, 905/1005, the Kerch Straits (1005/1004) or 1107/1108.)

In any given R/R&SMP, the Axis Player may strategically move any one Axis unit which is eligible. The Soviet Player may strategically move eligible units having a total replacement value no greater than the total number of emplaced and producing Soviet defense plants -- on or off the mapboard -- which are accessible to strategic movement by land at that moment. See Rule X.A.1.c. below. Each side's limit is called its strategic land movement "capacity."

A maximum of one unit may end its strategic land movement in an eligible hex. A replacement unit which had any of its production points strategically moved by land to that hex does count against this limit.

IX.B. Strategic sea movement:

In the Baltic Sea or in the Black (and Azov) Sea(s), a player may move 1 each non-front unit per turn from one friendly coastal hex to another on the same sea. To so move, a unit must already be sitting on its embarkation hex at the start of the R/R&SMP. The unit is dispersed and may move no farther upon arriving at its destination/debarkation hex.

A unit may not sail through the Kerch Straits if either one of the adjacent land hexes (1004 or 1005) is under enemy control. When attempting to sail through a sea under friendly control, a special die roll of "1" by the opposing player eliminates the unit instead. If attempting to sail through a sea under enemy control, any odd number on the special die roll will eliminate the unit.

Hexes 204, 304, 1006 and 1107 are <u>not</u> considered coastal/port hexes.

X. Replacements and reinforcements:

A. Replacements:

In general, a replacement unit may enter the game on any city, town or mapboard edge hex which is within its own country's borders and is accessible to strategic land movement at that instant. The one-unit-per-destination-hex limit in Rule IX.A. for units strategically moved by land does apply. (However, a Soviet replacement unit created from a single replacement factor produced in the same hex would not count against the hex's strategic movement capacity, of course.)

A replacement unit is dispersed at its time and location of creation and/or entry into the game. It may not move, fortify or attack in that player-turn.

1. Soviet replacements:

a. Soviet 3-factor front units may not (re-)enter the game as replacement units until Sep43. There may never be more than 14 Soviet front units in the game at a time. Any other Soviet unit is eligible to (re-)enter the game as a Soviet replacement unit at any time, except in the first game-turn of 1941.

A Soviet unit's replacement factor value is its combat factor -- in the case of a shock army, its attack factor. Replacement factors may be combined to produce 2- or 3-factor units and/or may be accumulated from turn to turn by the Soviet Player. Beginning in Sep43, a replacement factor may be used to "promote" a 2-factor front to a 3-factor front in <u>any</u> hex, as long as the unit is in supply.

b. A replacement factor may be strategically moved by land from its point of production to any other valid replacement unit entry point; however, it consumes its plant's factor of strategic land movement to do so.

c. Soviet defense plants:

1) Each active Soviet defense plant accessible to strategic land movement at that instant may produce 1 replacement point in each Soviet Replacement/Reinforcement Phase (R/RP).

2) Soviet plants begin the 1941 game on Leningrad, Moscow, Stalino, and Stalingrad and do not begin production until the second turn of the 1941 game, whether that turn is June or July.

X.A.I.c.3) A Soviet defense plant is nonproductive any time it is out of supply, dispersed or entrained. An emplaced plant -- like a fortress -- has a defensive combat strength of 1, but cannot retreat and is eliminated by a DR combat result (as well as by a DE.) If entrained, a plant has no combat strength and is eliminated by Axis control of its city/fortress. Each complete pair of Soviet defense plants eliminated by the Axis Player reduces by 1 the victory city requirements for the Axis Player and increases them by 1 for the Soviet Player for the entire game.

4) Evacuation is a three-turn process:
   a) In the R/RP of the first turn of the process, any Soviet defense plant may be entrained or detrained, whether or not it is in or out of supply at that instant.
   b) In the second turn's R/RP, it may then be strategically moved by land to Siberia or another city on the mapboard.
   c) In the third turn's R/RP, the plant can be detrained, but is dispersed and may not actively resume/begin production until the R/RP of the turn following that.
   d) During each turn of the three turns, the factory uses up its own strategic movement factor.

d. Siberian production: Beginning with the second turn of the 1941 game there is considered to be an active, emplaced plant off the eastern edge of the mapboard in Siberia. In Jan43, a second Siberian plant completes construction and begins actively producing in each turn thereafter. (Before Jan43, it does not exist at all.)

e. Lend-Lease shipments:
   1) Arctic Convoys: On the third game-turn of 1941 and thereafter, Lend-Lease aid may arrive from the Soviet Union's Anglo-American allies.
      The Soviet Player casts a die. A die roll of "1" or "2" produces that many replacement factors. Any other result produces nothing. These factors arrive at Vologda without counting against Soviet strategic land movement capacity.
      Axis control of Vologda prevents this aid.
   2) The Persian Corridor: In Apr42, Lend-Lease aid of 1 replacement factor per month begins arriving at Grozny, also without counting against strategic land movement capacity.
      Axis control of Grozny prevents this aid.

2. Axis replacements: Any Axis unit which started the game or has already entered the game as a reinforcement is eligible to return to the game as a replacement unit after being eliminated.
   German units return to the game a certain number of game-turns after their elimination. For infantry armies this number is 2 times its combat factor. For (corps or army) armor units the number is 3 times its combat factor. One unit of each type may be rebuilding -- awaiting re-entry into the game -- as a replacement unit a a time.
   In the R/RP of any May turn, 1 Rumanian army and 1 Hungarian army may return to the game as replacements.

X.B. Reinforcements:

1. Unlike replacement units, reinforcement units are not dispersed in (and thus can move and attack after) the Replacement/Reinforcement Phase in which they enter the game.
2. A reinforcement unit may enter the game in any area accessible to strategic land movement, and its entry does not count against the owning player's strategic land movement capacity.
3. Soviet reinforcement: Siberian Reserve units are reinforcements.
4. Axis reinforcements: The II. SS Panzerkorps, I. SS Panzerkorps and III. SS Panzerkorps arrive in Feb43, Jul43 and Jan44, respectively. Beginning in Jun43, the German 8. Army becomes available to arrive whenever Kharkov returns to Soviet control.

In May42, the Italian 8th Army arrives as a reinforcement via Hungary.

XI. Terrain effects:

A. On strategic movement: See Rule IX.A. above.

B. On operational movement: No unit may cross an impassable hex-side such as an all-sea hex-side or such as borders the three indicated sides of Hex 1107. (EXCEPTION: A unit may operationally move across the Kerch Straits (1004/1005).) An armor-type unit may not make extended or breakthrough movement through or into a mountain hex, across an unfrozen lake hex-side or the Kerch Straits).

C. On combat:

1. Units may not attack into a hex, unless they could operationally move into it at that instant if it was under friendly control. Units may operationally move but not attack across an unfrozen lake hex-side.
2. If a defending unit is being attacked cross-river by all or enough of the attacking units, the combat odds are reduced by a one-column shift to the left on the Combat Results Table (CRT). Any such cross-river defensive advantage is nullified if at least half of the total attacking combat strength participating in the attack is attacking from a hex which is not cross-river.
3. An attack against units defending in hills, mountains or unfrozen swamp must always be made using CRT (B). Furthermore, any group of 1 or more units defending in a mountain hex receives 1 additional combat factor.

   A group of 1 or more units defending behind the Kerch Straits receives the same defensive bonus, unless nullified as for rivers, as described in Rule 2. above.
4. A fortress attacked alone is considered clear terrain and only benefits from defensive advantages from a river on its hex-side described in Rule 2. above. (A river on a different side of its hex would give it no such advantage, of course.) However, if the fortress is combined by the attacker with defending units in the rest of its entire hex, then it does gain their terrain benefits as well.

D. On supply:

Supply may not be traced across an impassable hex-side. Supply can only be traced across an all-sea hex-side if the sea is under friendly control. (Supply can be traced across a lake hex-side, frozen or not.)

XI.E. Special terrain and special terrain effects:

1. Rivers which run into the middle of hexes (such as in 204, 406 and 505) have no effect. (The river hex-sides 104/204 and 406/505 would. Leningrad is considered to be north of the 104/204 Neva River.)
2. Rumanian units may never enter Hungary, and Hungarian units may never enter Rumania -- under penalty of elimination. Similarly, one of these nationalities' units may never enter a hex already occupied by the other. The Hungarian 2. Army may not leave Hungary until May42.
3. German armor units may not operationally move across hex-sides 502/603 and 503/603 north of Kiev.

XII. Fortresses and field fortifications:

A. Fortresses:

Fortresses do not require supply. They themselves can act as a source of supply for any 1 non-front combat unit if the normal supply line has been cut.

A fortress on the owning player's side of the 1941 Soviet border also has an intrinsic defensive combat strength of 1, until eliminated by a DE combat result or occupation after a DR. An enemy-occupied and/or -controlled fortress can be taken over simply by moving a friendly combat unit into it operationally or as a result of combat.

B. Field fortifications:

Any undispersed Axis infantry army or Soviet front unit can fortify during the owning player's Replacement/Reinforcement & Strategic Movement Phase. This adds 1 factor to the unit's defensive combat strength. A unit loses its fortified status whenever it moves, attacks, retreats and/or is dispersed. (You can't carry foxholes with you.)

Fortresses themselves cannot be fortified (any more than they already are); however, an otherwise eligible unit in *one* can be.

XIII. Operational movement, attacks, combat resolution, retreats and advances and "stacking":

A. General rules:

1. The owning player may move all, some or none of his undispersed units, as he wishes, during his Operational Movement Phase -- unless prevented by impassable hex-sides or other rules. He must finish moving one unit before starting to move another. Chess rules of "touching" concerning movement can be used in this game, if necessary.
2. Infantry/shock/front units may operationally move or attack into only 1 adjacent hex per OMP.
3. A unit -- infantry or armor -- may not enter (let alone pass through) an enemy-held hex without first attacking and removing from it any enemy combat units which are not in fortresses.

XIII.A.4. Units may attack an enemy hex across a hex-side in more than one wave. The combat factors of the units in the same wave from different hexes may be combined in their attack against a mutually adjacent enemy-held hex. Armor units making breakthrough attacks can combine their strength with other units making normal attacks against the same fortress or hex.

As a general rule, not more than a total of 2 units may attack across each hex-side in each combat phase. For the Axis, only 1 of these units may be a Panzergroup/army, although one ϟϟ Panzerkorps can "ride free" as a bonus over these limits. For the Soviets, only 1 may be a front unit.

5. An additional quantity of units equal to the above attack limits may also operationally move across a passable hex-side as long as the units do not participate in an attack. This overall total applies to non-attacking operational movement into friendly hexes as well.
6. If the first wave of attackers cleared the hex of enemy units, then the units of any following wave may advance on into the hex as well.

B. Special operational capabilities and considerations for armored units:

1. Extended motoring and breakthroughs:

Weather and terrain permitting, armor units may move a second hex.

Extended movement is when the first hex the unit enters is already under friendly control. In various situations, it may be useful to mark such units with "Extended" markers. If the first hex (had to be and) was attacked and the enemy units which were not in fortresses were eliminated, each of the undispersed armor units among (or accompanying) the attacking units may make immediate breakthrough movements and attacks on an enemy-controlled fortress in the same hex or on into a second, adjacent hex. Thus, breakthrough movement actually occurs during the Attack Phase.

In either case, if no attack is required to enter the second hex, the opposing player casts a die, and a roll of "6" attaches a "Refit!" marker to the unit. If an attack is required to enter the second hex, a combat result die roll of "5" or "6" or a poor combat result -- as described in Rule E. below -- attaches a "Refit!" marker to the unit.

There is no "Refit" penalty for an armor unit's move/attack into the first hex, regardless of the combat result.

Soviet combined arms armies may begin making extended movement in the first Good weather turn of 1942 and may begin making breakthrough movement in the first Good weather turn of 1943.

2. Armored operational movement supply:

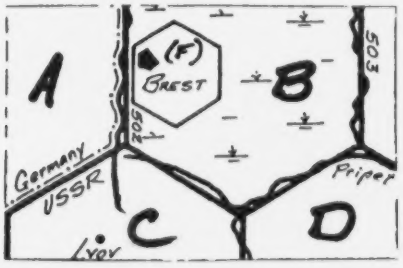
If an owning player cannot trace a supply line from one of his armor units back to his fuel source at the start of his OMP, then that unit suffers a "fuel shortage" and cannot make extended movement. If a battle reopens the fuel lines, then the unit can make breakthrough movement into a second hex -- weather and terrain permitting, of course.

The Axis fuel source is 801 (Ploesti), and the Soviets' is 1207 (Grozny) -- as indicated by crude oil wells on the mapboard.

XIII.C. Commitment of units to attack:

1. General rules:
   a. Except in the case of armor units making breakthrough attacks, no unit may attack more than once in a given Attack Phase. On the other hand, a unit may be attacked more than once by different waves of attackers during the same Attack Phase.
   b. In the same attack or in separate attacks, attackers' units stacked in the same hex may attack stacks of defender's units in more than one adjacent hex. See also Rule A.4. above.
   c. All units participating in normal (non-breakthrough) attacks must be committed to their "avenue of attack" hex-sides (and/or out of the fortress they garrison) in the Commitment Phase before any attacks are calculated and resolved.
   d. Once committed, Soviet units must attack. Axis units' attacks may be cancelled at any time until the die is cast -- although those Axis units are then automatically dispersed by their balk -- unless the attack was used as a potential block of a retreat. See Rule XIII.F. below.
   e. Other than the following exception concerning fortresses, the defensive combat factors of all units in a hex must be attacked as a combined whole and may not be attacked separately.

2. Special rules concerning fortresses:
   a. Attacking units are not required to attack a fortress (or its garrison) unless any of them are attacking across the hex-side which it is on or unless the fortress is central to the hex -- as in the cases of Warsaw and Moscow. Following, for the record, is a listing of the other fortresses and the hex-sides they are on: Leningrad 104/204, Konigsberg 301/201, Brest 502/501, Tula 505/406 and 505/506, Kiev 603/604, Stalingrad 907/908 and Sevastopol 1003/903.
   b. See the example below. Hex B and its fortress are occupied by defenders. Any attack including units from A is required to attack the fortress and its garrison and also the defenders in the rest of hex B. (On the other hand, if the defenders were in hex A and the fortress, the fortress would have to be taken before any attack on hex A could include attackers from hex B.)



XIII.C.2. Attacking units from A, C or D could not attack the fortress without including the defenders in the rest of hex B as well. The attacker could choose to limit an attack only from C and/or D just to the defenders of B outside the fortress -- the fortress could be attacked in a later breakthrough attack or in a later turn entirely.

If the attacker controlled the fortress and had a garrison there, the garrison could attack B independently or as a bonus to the full hex-side complement of attackers coming from A, B and/or C.

D. Combat odds calculation sequence for an individual attack:

1. Attack factors of attacking units are totalled.
2. Defending units' defense factors are modified by any additional factors awarded for terrain or field fortifications, and the sum of these and any fortresses are totalled.
3. Calculate the "basic" combat odds in the customary manner: the proportion of the attacker's total attack factor strength to defender's total defense factor strength is matched to the odds ratio on the Combat Results Table which is nearest but no greater. (For example, 5 attack factors to 1 defense factor yields 5:1, 5 factors to 3 factors would most match 3:2 and 2 factors attacking 5 factors would most match 1:3.)
4. Attacks having basic combat odds greater than the maximum allowable ratio are reduced to that ratio before any further modification.
5. Any applicable combat odds column shift modifications (due to invasion surprise, Soviet attacks in Snow, rivers or other linear advantages) are now made, yielding the final combat odds ratio for use with the Combat Results Table on the Charts and Tables Sheet.
6. Attacks having a final combat odds below minimum (1:6) odds automatically eliminate the attacking unit(s) with no effect on the defenders.

E. Combat results:

AE = All attacker's units in this wave are eliminated. Units which were to have accompanied the attackers into the defender's hex but which were not themselves attacking are not eliminated: they just remain in their original hexes, dispersed.

\- = No effect on defenders. All attackers (and fellow travelers) remain in their original hexes, dispersed.

D = Defender's units are dispersed and may be retreated, if he wishes and if they are so able. If defender decides to keep at least 1 of his units in the hex, the attacking units may not advance into it and are dispersed as in a "-" result above.

DR = Defender's units are routed. They are dispersed and must all retreat into a fortress or qualified adjacent hex. (See Rule F.4. below.) If they cannot retreat, they are eliminated instead. Fortresses and defense plants -- emplaced or entrained -- are eliminated by a DR combat result.

DE = All the defender's units are eliminated. Unless prevented by weather or mountains, participating armor units may immediately conduct breakthrough movements and/or attacks.

A "poor" combat result for the attacker is any result where his units could not advance into the hex or fortress under attack.

XIII.F. Tactical advances and retreats after combat:

1. Tactical retreats and advances must be made immediately after each combat, if they are to be made at all.
2. Although Soviet front units may participate in Soviet attacks strengthwise, they may not tactically advance on into an attacked hex or fortress after combat.
3. The defender may retreat his units from a hex or fortress after any nonDE combat result if he chooses to do so. Any "refit" dispersal -- unless the die roll was 5 or 6 -- or loss of attacking units would be nullified if the defender retreated all his units from the attacked hex and/or fortress, and the attacker would then be required to advance as described below. The defender can retreat some units and leave others behind, if chooses, and he can retreat different units into different hexes.
4. If a hex is cleared of defenders as a result of combat, the attacker must advance into it units having a total combat strength at least equal to the defenders' terrain-modified defensive combat factor.
   If a fortress is cleared of defenders as a result of combat, the attacker is only required to advance any 1 unit into it.
   EXCEPTION: See Rule 2. above.
5. The defender must retreat his units into a hex:
   a. which is adjacent and across a hex-side which he would be allowed to attack across.
   b. which is already under friendly control.
   c. which is not under an (as yet unresolved) attack having a potential DE or DR combat result.
   d. which -- on a DR result -- is not adjacent to any of the hexes from which the unit was attacked, unless the hexes are separated by a hex-side the attacker would not be allowed to attack across.

   Any defending unit unable to retreat is eliminated by a DR result. Even on a DR result, one unit may retreat into a fortress in the attacked hex itself, if the fortress was not included in the attack.
6. Tactical advances by defending units are prohibited.

G. At the end of a turn, only one side's units may be in the same hex area. However, one side's units may be in a fortress, and the other side's units may be in the same hex area outside it.

H. A player may have an unlimited number of units in any one hex area at the end of a turn.
   Only 1 combat unit of any kind or size -- not counting factories -- may be in a fortress at the end of a turn. Excess units are eliminated.

XIV. Soviet partisans:

During each Soviet Supply Status Determination Phase in 1942, 1943 and 1944, the Soviet Player may cast a die to see whether and how many (more) partisan markers he may place in hex areas. A roll of 1, 1-2 and 1-3, respectively, indicates the number of partisan markers the Soviet Player may deploy in each turn of those years. (Any other result means "0".)

A Soviet partisan unit may not be put in a hex outside the USSR's 1941 borders or already occupied by an Axis unit. It may not be put in a fortress, and an Axis-controlled fortress would remain so, even if its surrounding area falls under partisan control.

Once deployed, a Soviet partisan marker may not be moved strategically or operationally. An area under its control blocks Axis supply, strategic movement and retreat as would any other Soviet-controlled hex.

A Soviet partisan marker is immediately and automatically eliminated by the operational movement of any Axis unit into its hex.

XV. Supply and isolation:

A. Supply sources: For a unit to be in general supply, it must be able to trace a supply line of hexes (under friendly control and joined by hex-sides which could be traversed by a friendly unit's operational or strategic movement at that instant) to the hex it occupies from its supply source hex.

An Axis unit's supply source hexes are any of the hexes in its own country along the western edge of the mapboard. (Italian units use Rumanian supply source hexes.) A Soviet unit's supply source hexes are any of the hexes along the eastern and southern edges of the mapboard from 207 down and around to 1206, with the exception of 1107 and 1205.

A supply line may be traced through a hex under friendly control, even if it contains a fortress under enemy control -- but never across a hex-side blocked by an enemy-controlled fortress.

B. Isolation effects:

1. Soviet defense plants must be accessible to strategic land movement, not just supply, to be able to produce replacement points. See Rule IX.A..
2. An unsupplied unit may only attack if the combat result would (in conjunction with other attacks, perhaps) give it a chance to get back into supply.
3. An unsupplied unit may not make breakthrough movements and attacks.
4. During the owning player's Supply Status Determination Phase, any of his combat units which are not in supply are eliminated. See also Rule XII.A.. Soviet defense plants and partisan markers are not eliminated by isolation.

C. At any time during the game, the Soviet Player may voluntarily reduce/replace a 2- or 3-factor front with a 1-factor combined arms army; however, he loses the strength difference. At any time during the game, either player may voluntarily eliminate any of his own units.

XVI. Control:

A. Control of a land hex and its non-fortress cities or towns or of a fortress is gained by operationally moving a unit into or through it. At the start of the 1941 game, hexes are initially under the control of the country within which they are.

A player loses control of a hex if it is isolated at the end of his Supply Status Determination Phase. However, a fortress must actually be attacked and taken from a player for him to lose control of it.

B. Control of the seas: The Baltic Sea is controlled by the player who controls Konigsberg. The Black Sea is controlled by the player who controls Sevastopol. The Sea of Azov is controlled by the player who controls both Rostov and Sevastopol. The Caspian is always under Soviet control.

XVII. Game lengths, scenarios and orders-of-battle/set-ups:

A. Length of game:

1. A TOURNAMENT GAME runs until a given, agreed turn. If neither player has achieved his victory conditions, either player may then end the game as a draw at the very start of any of his player-turns in that turn or any following turn.
   The 1941 scenario is typically preferred for tournament games. However, in major tournaments, a player may instead choose a different scenario, allowing the other player to choose which side to be.

2. A CAMPAIGN GAME runs from whatever scenario's game-start month until one player or the other wins. If the Soviet Player has not achieved his victory conditions by end of the Sep44 Axis Player-turn, the Axis Player wins. A game may be ended at any time before then by mutual consent.

B. Scenarios:
   Either player may have any eligible units fortified at the start of any of these scenarios. All scenarios begin with the Axis Player-turn, unless indicated otherwise.

1. May/Jun41: Fall Barbarossa/Operation Barbarossa . See also Rule V.A..
   Special 1st turn rules:
   a. Rumanian units may not leave or attack from Rumania on the first turn. They may do so thereafter.
   b. Throughout the first Axis Player-turn the combat odds of all German attacks -- on CRT Ⓐ OR CRT Ⓑ -- are increased by a one-column shift to the right.
   c. Only 1 Soviet unit may be strategically moved by land. The normal 1-unit capacities for strategic sea movement of the Baltic and Black Seas remain the same.
   d. There is no Soviet production of replacement factors or entrainment of defense plants.
   e. A typical tournament game would go until Apr42.

2. Jun42: Fall Blau/Operation Blue.
   a. The Stalino plant has been transferred to Siberia in this and all subsequent scenarios. All others are still in original positions.
   b. A typical tournament game would go until Jan43.

3. Nov42: Operation Uranus.
   a. This scenario begins with the Soviet Player-turn of Nov42.
   b. See Rule 2.a. above. The Stalingrad plant has been eliminated in this and all subsequent scenarios.
   c. A typical tournament game would go until Jun43.

4. Jul43: Fall Zitadelle/Operation Citadel.
   a. See Rules 2.a. and 3.b. above about active Soviet defense plants.
   b. A typical tournament game would go until Apr44.

5. Jun44: Operation Bagration -- The Destruction of Army Group Center.
   a. This scenario begins with the Soviet Player-turn of Jun44.
   b. See Rules 2.a. and 3.b. above about active Soviet defense plants.
   c. See Rule A.2. above for game length.

XVIII.C. ORDERS-OF-BATTLE/SET-UPS:

1. Axis:	May/Jun41	Jun42	Nov42	Jul43	Jun44
1.Pz	501	804	1108	805	602
2.Pz	501	Aug42	Feb43	505	-
3.Pz	301	404	405	404	404
4.Pz	301(d)	605	907	704	501
2.	401(D)	605	605	604	502
4.	501	505	505	504	503
6.	501	704	Stgd	Oct43	802
8.	-	-	-	-	701
9.	301	405	405	505	404
11.	701(d)	903	404	704	-
16.	301(d)	303	303	303	303
17.	501(d)	904	1107	1005	-
18.	301	204	204	204	203
2.H	601	601	705	703	601
3.R	801	701	906	-	802
4.R	901	801	1007	904	701
8.It	-	-	806	-	-
I.SS	-	-	-	Jul43	-
II.SS	-	-	Feb43	704	-
III.SS	-	-	-	-	103

d = Dispersed in 1st turn of game begun in May 1941.
D = Dispersed in 1st turn of game begun in May or June 1941.

Mon/Yr = Month the unit is already scheduled to re-enter game as a replacement.
Mon/Yr = Month the unit is scheduled to enter game as reinforcement -- see also Rule X.B..

XVII.C.2. Soviet:	May/Jun41	Jun42	Nov42	Jul43	Jun44
3.	402	-	-	605	603
4.	Brest	-	-	-	603
5.	602	406	807	705	603
6.	602	805	706	605	702
8.	202	205	104	104	603
9.	802	805	-	-	-
10.	402	Tula	Tula	-	304
11.	302	-	-	405	504
12.	602	805	-	806	-
13.	403(d)	-	-	605	603
16.	603(d)	506	506	506	-
18.	702(d)	1003	1205	1106	702
19.	704(d)	-	-	-	-
20.	404(D)	-	-	-	-
21.	504(D)	-	807	-	-
22.	304(d)	-	-	-	304
24.	305(D)	-	808	-	-
26.	602(d)	-	-	-	-
27.	303(D)	-	-	-	702
28.	207	-	-	905	604
1.Shk	-	304	304	304	304
2.Shk	-	205	205	104	204
3.Shk	-	304	304	304	304
4.Shk	-	304	304	304	405
5.Shk	-	-	-	806	803
Leningrad	-	104	104	104	204
Volkhov	-	205	205	205	-
Northwest	-	304	304	304	-
Kalinin	-	305	305	305	-
West	-	406	406	405	-
Reserve	-	406	406	606	-
Bryansk	-	606	606	Tula	-
Don/Central	-	-	808	605	-
Voronezh	-	-	706	605	-
Southwest	-	705	807	806	-
Stalingrad/Steppe	-	-	908	705	-
South	-	905	1008	905	-
Crimea	-	1004	1206	1006	-
Transcaucasus	-	-	1207	1107	-
1. Baltic	-	-	-	-	405
2. Baltic	-	-	-	-	304
3. Baltic	-	-	-	-	304
1. Brs (Belorussian)	-	-	-	-	603
2. Brs (Belorussian)	-	-	-	-	504
3. Brs (Belorussian)	-	-	-	-	405
1. Ukr (Ukrainian)	-	-	-	-	603
2. Ukr (Ukrainian)	-	-	-	-	702
3. Ukr (Ukrainian)	-	-	-	-	803
4. Ukr (Ukrainian)	-	-	-	-	702

XVIII. Designer's Notes and Advice on Play of the Game:

The German Panzer armies were actually "groups" in 1941. The Soviet Combined Arms armies become an abstraction of the highly mobile (Guards) tank armies and cavalry mechanized groups which mastered the battlefield late in the war. Similarly, the 3-factor Soviet fronts intrinsically simulate the artillery corps and rocket brigades with which the Soviets were able to crack any Axis fortification line.

I omitted the Russo-Finnish Front (and the Axis and Soviet forces thereon) because that was a separate campaign unto itself fought in special conditions toward limited objectives on the part of the Finns. Finland was one of Germany's most formidable, but least cooperative, allies.

The dispersal of tactically retreated defending units (or overextended armor units), coupled with fortification, achieves many things: 1) it realistically establishes or disrupts operational momentum or inertia, 2) it encourages "at-all-costs" counterattacks and 3) it reflects the mechanical limits and vagaries of mobile warfare.

Other aspects of the campaign -- such as airpower, command control and road-bound mobility are factored into CRT (A). The differentiated CRTs are much easier to use than most other offensive combat modification schemes.

The absence of the usual board wargame "zones of influence/control" has not harmed the game's overall "realism". If anything, the ability to concentrate on strategy without the distraction of mundane computations enhances the game's instructional ease and value. Please make copies of the game analysis forms and use them.

My own favorite (strategic) feature of the game is the Siberian Reserve Gamble. The "double the stakes" similarity to backgammon risk-taking haunts the game -- before and after the Reserve's introduction. Since a Soviet Player only invokes this playing option when he realizes he has nothing to lose, it is "the great equalizer" in tournaments. A good Soviet Player should not need it.

Advice on play of the game:

At first glance, the 1941 victory conditions would seem to dictate a win or lose decision. Actually, the location of the Victory Determination Phases in the game-turn sequences and the vulnerability of the Leningrad and Sevastopol rail lines make a 1941 draw quite possible.

Axis:

Remember that the basic principle of Blitzkrieg/"Lightning" warfare was maneuver (and envelopment), not firepower and frontal assault. Hit them where they ain't, and always move east. The isolation of the Bialystok Pocket (402) is a certainty with an historical opening and demonstrates this principle.

Do not lose any units. Even the Rumanians are vital to maintain a line.

If a game continues into 1943 and regular Soviet counteroffensives begin, keep (armored) reserves for counterattacks.

Soviets:

In 1941, do not waste good units attempting to save lost ones. When possible, withdraw just beyond the striking range of the German infantry armies. You can then counterattack and disperse over-extended Panzergroups.

Draw front units as replacements for the defensive fortification bonus.

Conserve your resources for your winter counteroffensive. Never risk an early introduction of the Siberian Reserve, unless you are desperate and sure you will lose the game anyway.

XIX. Historical notes and bibliography:

This campaign resulted in the deaths of 30+ million Eastern European men, women and children -- Slavs, Jews and countless others -- and the physical and psychological maiming of countless more. Hideous atrocities were perpetrated by all sides. It did as much to mold the conditions and thinking of the peoples involved as any other historical event.

If Hitler had defeated the Soviet Union, it is very possible that he or his successors would have conquered the world. The Soviet Union's victory led to Communist subjugation of Eastern Europe and the death of the democratic and/or independent little governments which President Wilson and many other Americans had struggled so hard to help create.

Militarily, the Nazis' 22Jun41 invasion got off to a fast start. In the late 30's, Stalin had ordered what is now the KGB to murder the better half of the Red Army officer corps. 33,000 died, many with their families.

Stalin had cynically refused to believe warnings about a German invasion he had received from the British (who had cracked the Germans' secret codes) and from his own military district commanders. For the first 24 hours of the invasion, Soviet commanders could not even get official permission to shoot back. When the Germans had overrun or surrounded most of his armies, Stalin then turned around and had many of those same commanders shot for incompetence, etc.. He was always careful to eliminate potentially embarrassing witnesses.

Pathetically, many Soviet people hoped and believed the Germans had come to liberate them. (Stalin had starved to death 14 million Ukrainian men, women and children in the late 1930's. A total of 30 million people were murdered by the NKVD/KGB.) They soon learned the terrible truth.

Hitler decided to destroy the people of Leningrad by isolating, bombarding and starving them -- a million Soviet civilians died in the siege. In the first 6 months, over 3 million Soviet soldiers were killed or captured (and then killed in Nazi concentration camps) and over 22,000 tanks destroyed. The Germans had invaded with only 3,500 tanks. (For comparison, about 300,0000 Americans died in combat in all of World War II.)

The envelopment of a huge pocket of Soviet forces around Kiev delayed the final German offensive on Moscow. By the time that started, mud and then snow -- combined with crack Soviet troops from the Siberian border districts -- stopped and then threw back the Nazis in Nov41-Feb42.

The Soviet people fought heroically, with some material assistance from Britain and the U.S.. Soviet civilians, many very young, fought as partisans behind German lines. When the ruthless German 6th Army attacked in the south in 1942, it was stopped and then surrounded and annihilated by Soviet forces at Stalingrad -- the decisive land battle of WWII in Europe.

From then on, it was only a matter of time until Allied Victory over Nazi Germany, which was climaxed by Soviet victory in the Battle of Berlin in May 1945. Stalin then had himself deified as a conquering hero.

An historical footnote:

In Mar-Apr 1940, when Hitler and Stalin were allies, over 15,000 Polish officer and cadet prisoners of war were murdered by what is now the KGB -- 4,000 of them at a little forest village called Katyn, near Smolensk (404). The Kremlin has always tried to blame this massacre on the Germans, but the Poles and the rest of the world know better.

After the war, the Kremlin erected a monument to 149 (Belo-)Russian villagers massacred by the Nazis at "Khatyn" (403) without saying anything about the Poles murdered at Katyn. Thus, the memory of Katyn is confused and forgotten in the minds of naive Western tourists led to "Khatyn".

XX. Bibliography:

A. Soviet books:

V NACHALE VOINA/THE ARDUOUS BEGINNING, by A.I. Yeremenko, 1964/66.
THE GREAT PATRIOTIC WAR OF THE SOVIET UNION, by P.N. Pospelov, 1970.
ISTORIYA ORDYENA LENINGRADSKOVO VOENNOVO OKRUGA, by A.I. Gribkov, 1974.
KIEVSKIY KRASNOZNAMYENNIY, by A.I. Bednyagin, 1974.
NACHALNIY PERIOD VOINY, by S.P. Ivanov, 1974.
PRORIV (PO OPITU VELIKOI OTECHESTVENNOI VOINI, 1941-1945 G.), by A.I. Radziyevkiy, 1979.
SOVIETSKI TANKOVIYE VOISKA, by I.E. Krupchenko, 1966.

B. Western sources:

1. Boardgames:

ASSAULT ON LENINGRAD. 3W,
BARBAROSSA. SPI,
DARK CRUSADE, by L.R. Coatney. 3W, 1984.
FIRE IN THE EAST. GDW, 1984.
THE GREAT PATRIOTIC WAR,by L.R. Coatney. Tri-Game Enterprises, 1987. (Solitaire.)
1941: OPERATION BARBAROSSA. GDW, 1981.
RUSSIA'S WAR, by L.R. Coatney. Tri-Game Enterprises, 1987.
Very similar to GERMAN EAGLE VS. RUSSIAN BEAR, it uses "zones of control" and has a more detailed and complex game system, in general.
STALINGRAD. Avalon Hill, 1964.
STURM NACH OSTEN, by L.R. Coatney. 3W, 1979.

2. Books:

ATLAS OF THE SECOND WORLD WAR, by Peter Young.
BARBAROSSA, by Alan Clark.
EFFECTS OF CLIMATE ON COMBAT IN EUROPEAN RUSSIA, U.S. Army.
THE FORGOTTEN HOLOCAUST, by Richard C. Lukas.
THE GREAT TERROR, by Robert Conquest.
HARVEST OF SORROW: SOVIET COLLECTIVIZATION AND THE TERROR-FAMINE, by Robert Conquest.
ISRAEL POCKET LIBRARY: HOLOCAUST.
KATYN, A CRIME WITHOUT PARALLEL, by Louis Fitzgibbon.
OPERATION BARBAROSSA, by Brian Fugate.
PANZER BATTLES, by Friederich W. von Mellenthin.
PANZER LEADER, by Heinz Guderian.
THE ROAD TO BERLIN, by John Erickson.
THE ROAD TO STALINGRAD, by John Erickson.
THE RUSSO-GERMAN WAR, by Albert Seaton.
TERRAIN FEATURES IN THE RUSSIAN CAMPAIGN, U.S. Dept./Army Pam. 20-290.
WAR ON THE EASTERN FRONT, 1941-1945, THE GERMAN SOLDIER IN RUSSIA, by James Lucas.

To paraphrase George Santayana:

IF WE ALLOW HISTORY'S TRAGIC LESSONS TO BECOME FORGOTTEN OR PERVERTED, WE CONDEMN OURSELVES AND OUR CHILDREN TO RE-SUFFERING THEM.

EXAMPLE OF PLAY

It is Jun41, the first turn of a game, in the northern half of the board. The Axis Player is moving and attacking with the historical, "textbook" opening.

He is attacking the Sov 11. Army (302) with his 18. and 4. Pz Armies from 301. (16. and 3. Pz Armies will accompany those units into 302.) The basic odds are 5:1 on CRT (1), down a column shift (to 4:1) because of the Neman River, but back up a column shift to 5:1 because of first turn "surprise".

He is attacking the Sov 4. Army and the Brest Fortress with the 4. and 2. Pz Armies from 501. The basic odds are 3:1 on CRT (A) -- because the Sov 4. Army was on the fortress instead of in the swamp which would have compelled the Germans to use CRT (B).

After all other German first-hex movements and/or attacks have been made and/or allocated, the Axis Player rolls a single die for each of the battles to resolve their outcomes. The attack on 302 is an automatic "DE", so the German units can move right in. 4.Pz is committed to a breakthrough attack on the Sov 27. Army in 303, and 3. Pz to an attack on the Sov 13. Army in Minsk.

The attack on 27. Army is 2:1 increased to 3:1 (on CRT (A)) because of surprise -- the river not counting defensively because of the 27th's already-dispersed condition. A "5" is rolled, the 27th retreats (again dispersed) to Luga/204 and the 4. Pz must suffer a "Refit".

The breakthrough attack on the Sov 13th is also 2:1 raised to 3:1 (on CRT (A)). A die roll of "3" eliminates the 13th. (3. Pz does not get to make yet another breakthrough movement/attack, of course.)

"3" is rolled for the attack on Brest and the Sov 4. Army, and that means a "DE" result. The German 4. Army advances after combat through the fortress and on into 502. (The historical "Bialystok Pocket"/402 has now been formed.) 2.Pz Army breaks on through into empty 503, but then rolls a "6" which forces it to "Refit". It could not instead move into 603 -- See Rule XI.E.3..

Note that the Germans could have instead wasted time and distance making a combined attack on the Sov 3. and 10. Armies in 402 from any of the hexes 301, 401 and/or 501.

Note also that the Sov 3. and 10. Armies would not be allowed to attack Warsaw because the fortress could only sustain 1 of the units, and a 1:3 attack is not able to produce the DR combat result necessary to take it.

German Eagle vs. Russian Bear Charts + Tables.

©1987 Louis R. Coatney

GAME-TURN SEQUENCE:

Weather Determination:

Axis Player-Turn:
- Replacement/Reinforcement and Strategic Movement Phase
- Operational Movement, Attack Allocation and Fortification Phase
- Axis Attack and Breakthrough Phase
- Recovery of Dispersed Axis Units Phase
- Soviet Victory Determination Phase
- Axis Units' Supply Status Determination Phase

Soviet Player-Turn:
(Same phase sequence)

VICTORY DETERMINATION TABLE:

(Number of cities to win)

Year:	Axis:	Soviet:
1941	(2+) 3	(8+) 1
1942	(2+) 5	6
1943	(2+) 3	7
1944	*	(8+) 1*

* = Axis wins if Soviets cannot

COMBAT RESULTS TABLES Ⓐ & Ⓑ

CRT Ⓐ

Die Roll	1:6	1:5	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	
1	D	D	D	DR	DR	DR	DE	DE	DE	DE	DE	DE	1
2	D/AE	D/AE	D	D	DR	DR	DR	DE	DE	DE	DE	DE	2
3	AE	-	-	D	D	DR	DR	DR	DE	DE	DE	DE	3
4	AE	AE	AE	-	D	D	DR	DR	DR	DE	DE	DE	4
5	AE	AE	AE	-	-	D	D	DR	DR	DR	DE	DE	5
6	AE	AE	AE	AE	AE	-	D	D	DR	DR	DE	DE	6

CRT Ⓑ

	1:6	1:5	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	
1	D/AE	D	D	D	DR	DR	DR	DR	DE	DE	DE	DE	DE	1
2	D/AE	D/AE	D/AE	D	D	DR	DR	DR	DR	DE	DE	DE	DE	2
3	AE	AE	-	D/AE	D	D	D	DR	DR	DR	DE	DE	DE	3
4	AE	AE	AE	-	-	D	D	D	DR	DR	DR	DE	DE	4
5	AE	AE	AE	AE	AE	-	-	D	D	DR	DR	DR	DE	5
6	AE	AE	AE	AE	AE	AE	-	-	D	D	DR	DR	DR	6

See Rule VII. for Weather Effects.
See Rules XI. and XII. for Terrain and Fortress Effects.

WEATHER SEQUENCE DETERMINATION TABLE:

Die Roll:	Month: OCT	NOV	DEC	MAR	APR	MAY
1-2:	Good →	Snow →	Snow →	Mud	Good →	Mud
3-6:	Mud →	Good →	Snow →	Snow	Mud →	Good

(MAR: 1-3: Mud; 4-6: Snow)

Turn Record Track

	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
1941	? ?	G	G	G	G	WEATH?	?	S

	JAN	FEB	MAR	APR								
1942	S 1/41 Sib. Res	S	?	?	?	G	G	G	G	WEATH?	?	S
1943	S 1/2 Sib. Res New Sov Rif	S II. 44 Pzkps	?	?	?	G German 8. Army	G I. 44 Pzkps	G	G Soviet 3-factor fronts	WEATH?	?	S
1944	S III. 44 Pzkps	S	?	?	?	G	G	G	G			

Soviet Units			© Louis R. Coatney 1987								Pink 99%
Leningrad 2	Volkhov 2	North West 2	Kalinin 2	West 2	Reserve 2	Bryansk 2	1. Baltic 3	2. Baltic 3	3. Baltic 3	1. Brs 3	2. Brs 3
Oct Revolt 2	Voronezh 2	South West 2	Stalingrad 2	South 2	Crimea 2	Trans Cauc 2	3. Brs 3	1. Ukr 3	2. Ukr 3	3. Ukr 3	4. Ukr 3

1 Shk 2-1	2 Shk 2-1	3 1	4 1	5 1	6 1	8 1	9 1	10 1	1			+1	+1	+1	+1
3 Shk 2-1	4 Shk 2-1	11 1	12 1	13 1	16 1	18 1	19 1	Refit!	1			+1	+1	+1	+1	+1
5 Shk 2-1	20 1	21 1	22 1	24 1	26 1	27 1	28 1	1	1			+1	+1	+1	+1	+1

Axis Units

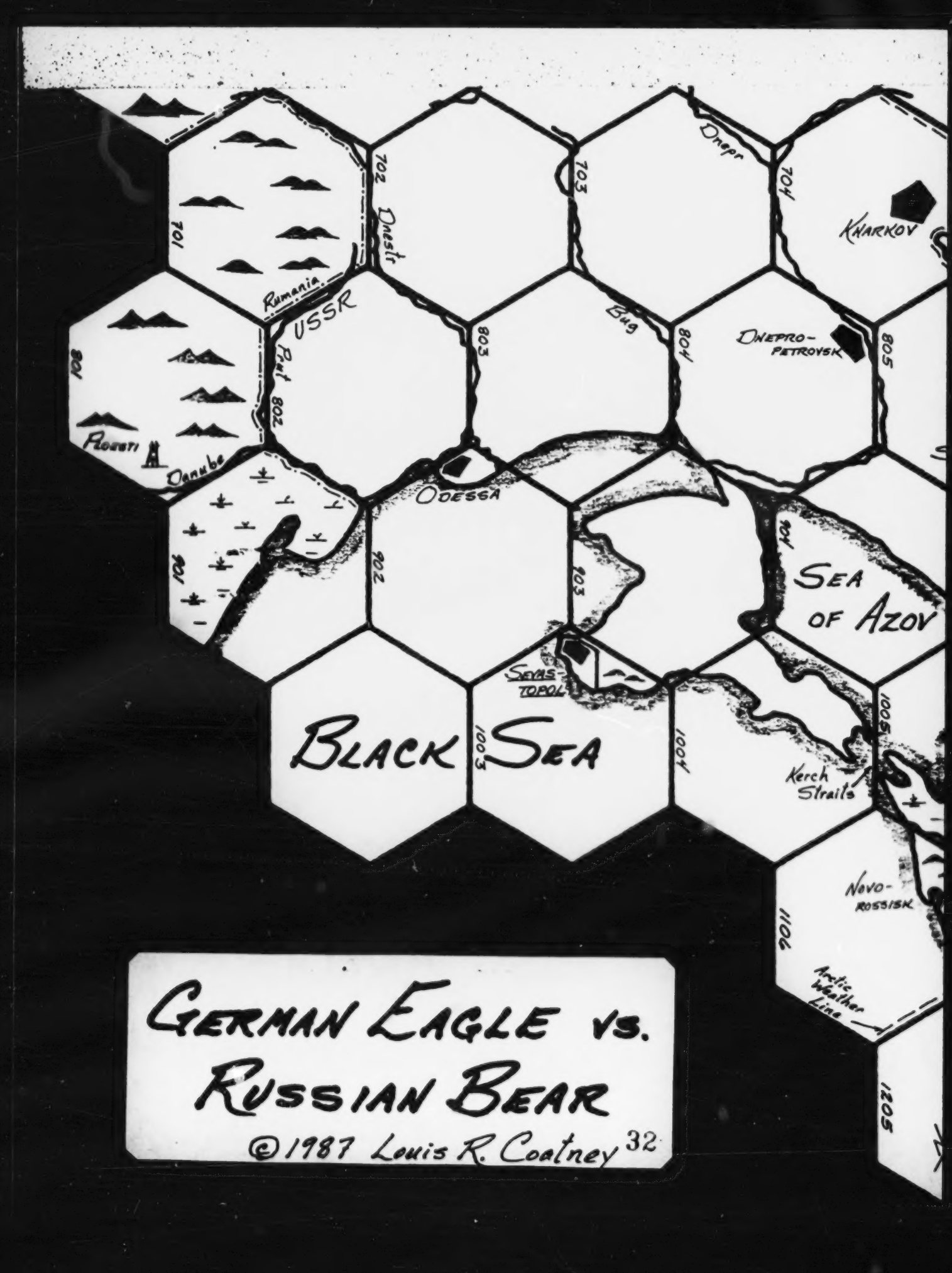
Lt Green 95%

©1987 Louis R. Coatney											
1 8. 1	H 2. 1	R 3. 1	R 4. 1								

Lt Blue 95%

©1987 Louis R. Coatney											
2. 2	9. 2	11. 2	4. 3	6. 3	1. 3	3. 2					
8. 1	16. 2	17. 2	18. 3	H 2. 1	2. 3	4. 2					

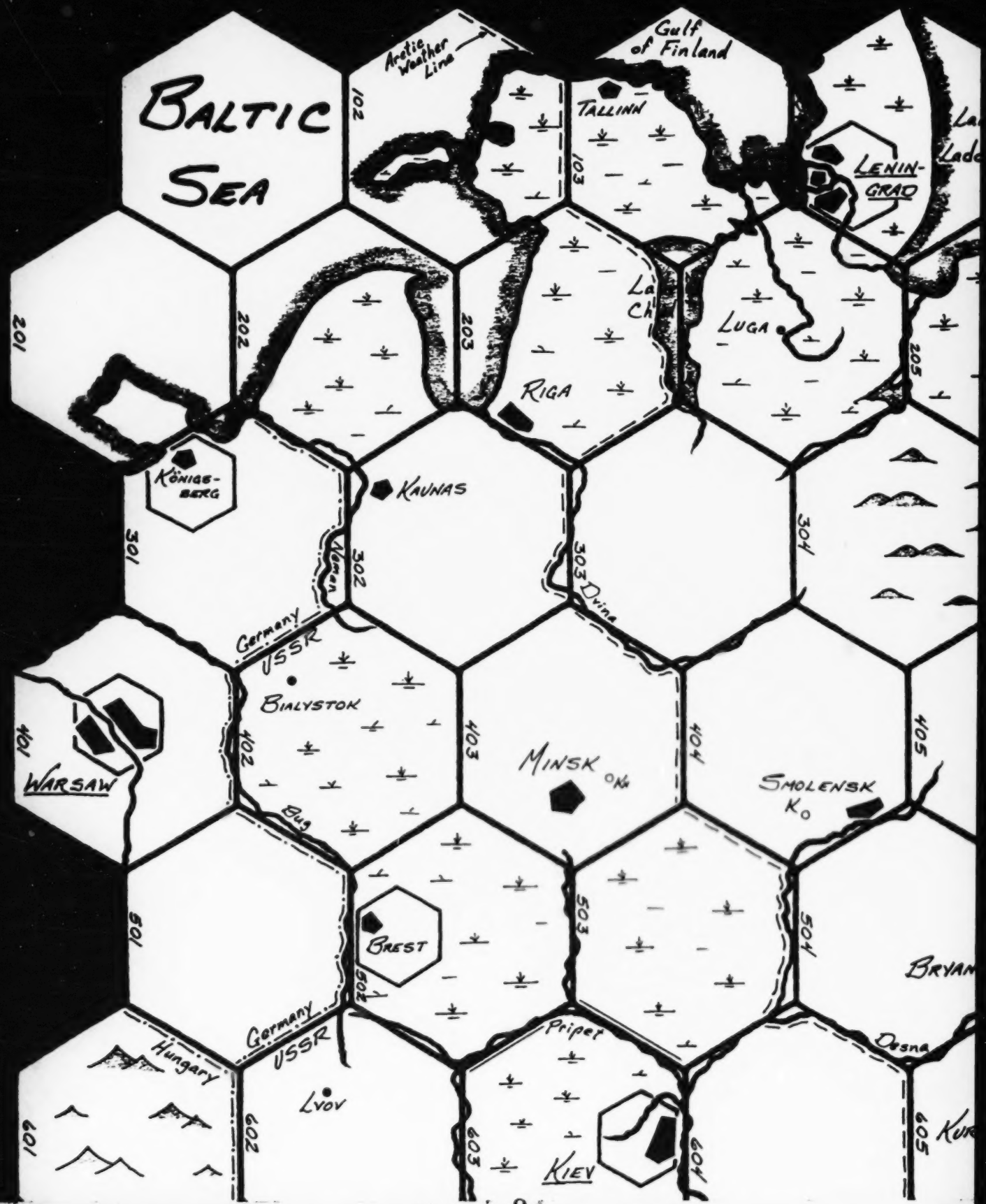
I. SS 1	II. SS 1	Refit!	+1	+1	+1	+1	+1	+1	+1			Extended Movement	III. SS 1			
Refit!	Refit!	Refit!	Extended Movement	+1	+1	+1	+1	+1	+1			Extended Movement	Refit!			



GERMAN EAGLE VS. RUSSIAN BEAR

©1987 Louis R. Coatney

705
706
VORONEZH
707
708
804
Donets
807
Don
808
STALINO
Volga
STA LIN-
GR AD
805
ROSTOV
806
907
908
1004
TIKHORETSK
1007
1008
1107
Kuban
1108
1107
1207
1208
GROZNY
Caspian
Sea
North


BALTIC SEA
Arctic Weather Line
Gulf of Finland
TALLINN
LENIN-GRAD
LUGA
RIGA
KÖNIGS-BERG
KAUNAS
WARSAW
BIALYSTOK
MINSK
SMOLENSK
BREST
LVOV
KIEV
Germany
USSR
Hungary
Niemen
Bug
Dvina
Pripet
Desna
101
102
103
201
202
203
205
301
302
303
304
401
402
403
404
405
501
502
503
504
601
602
603
604

608
607
606
Kursk
Oka
Ryazan
Orel
Tula
Oka
Vyatsk
508
507
506
505
Gorky
408
407
406
Moscow
Vyazma
Kalinin
307
306
305
Volga
Volga
Cherepovets
Tichvin
207
206
Vologda
Lake
Ladoga

GERMAN EAGLE VS. RUSSIAN BEAR
1941 Game Analysis and Results Form

Game No._____ Date and Time:_____

Axis Player's Name and Signature:_____

Soviet Player's Name and Signature:_____

Strategic Options Chosen:
If early Axis invasion: Good or Mud May weather? (Circle)
Non historical redeployment by: Soviets? Type:_____
Axis? (Circle)
If Soviet Siberian Reserves entered early,
month of entry?_____

Was Oct/Nov weather: Mud/Good or Good/Snow ? (Circle)

If Axis Player won, victory month?_____
If Soviet Player won, number of victory cities retained:_____

PLAYERS' ANALYSIS OF OPPOSING STRATEGIES AND DECISIVE MOMENTS, SITUATIONS AND FACTORS IN THE GAME:

Axis Player:

Soviet Player:

For tournament credit, winning player is reponsible for returning form -- completed and signed -- to the tournament director.

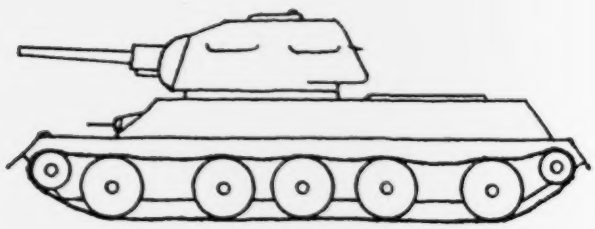
If possible, send a copy of this game analysis and commentary to:

Lou Coatney
9706 Trappers Lane
Juneau, AK 99801 USA
(907)789-0046

(Make copies of this form.)

_____ PLACE

GERMAN EAGLE VS. RUSSIAN BEAR Tournament



_____ is hereby recognized

for having won _____ Place in the GERMAN EAGLE VS. RUSSIAN BEAR Tournament

held at _____ on _____

and is fully entitled to all respect and awards accruable to a game-tested

Second World War Russo-German Front commander.

_____

(Tournament Director) (Date)